WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

# **AWARNING - Seizures**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

#### To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

## CAPCOM

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway
Sunnyvale, CA 94085
© CAPCOM CO. LTD., 2003. © CAPCOM U.S.A., INC. 2003. ALL
RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered
trademarks of CAPCOM CO. LTD. SUPER PUZZLE FIGHTER II is a
trademark of CAPCOM CO. LTD. The ratings icon is a registered
trademark of the Interactive Digital Software Association.

LICENSED BY

## Nintendo

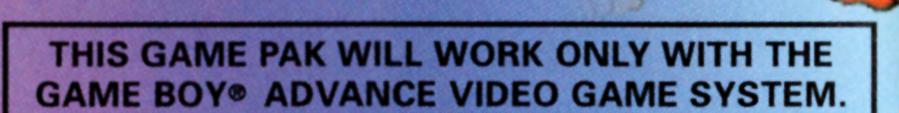
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



CONTENTS
Game Boy® Advance Game Link® Cable
Controls
Catch Puzzle Fever!
Game Rules
Game Screen
Gems
Players, Sta

## . . . . . . . 8 . . . . . . . 10 . . . . . . . 11 Your Gems! . . . . . . 14 Saving Your Game. 18 Puzzle Warriors . . . 19 Ryu . . . . . . . . . . 19 Ken . . . . . . . . . . 20 Chun-Li. . . . . . . . . 21 Sakura . . . . . . . . . . . . 22 Morrigan . . . . . . . . 23 Felicia . . . . . . . . . 24 Hsien-Ko . . . . . . . . 25 Score Pad . . . . . . . . . 27

All Things Capcom . . . . 29

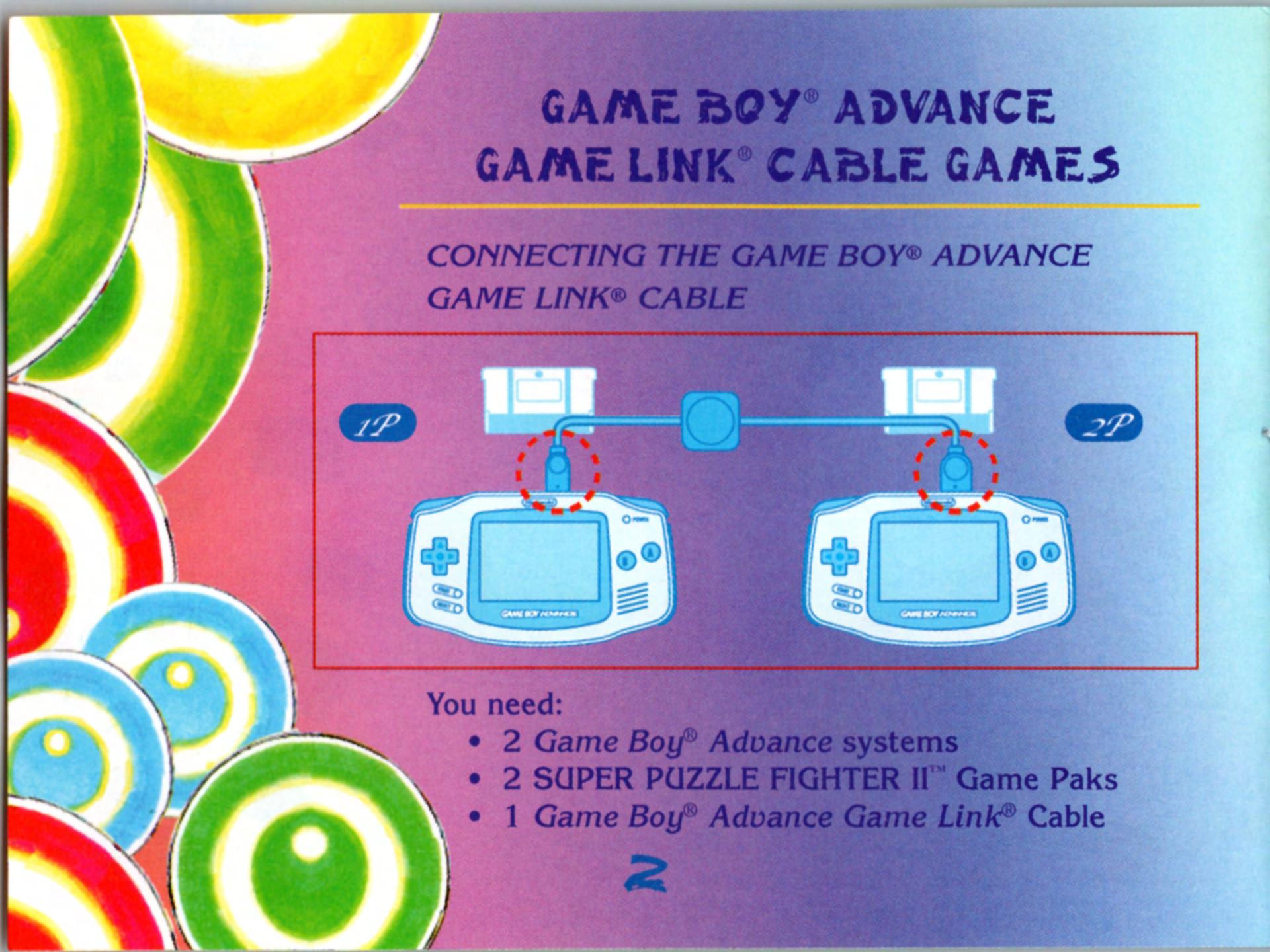
Capcom Hint Line ..... 30

Games . . 2

. . . . . . . 4

. . . . . . . 6





1. Make sure the power of both Game Boy® Advance systems is OFF. Insert a SUPER PUZZLE FIGHTER II Game Pak into each Game Boy® Advance system.

2. Connect the Game Link® Cable to the external extension connector on both Game Boy® Advance systems.

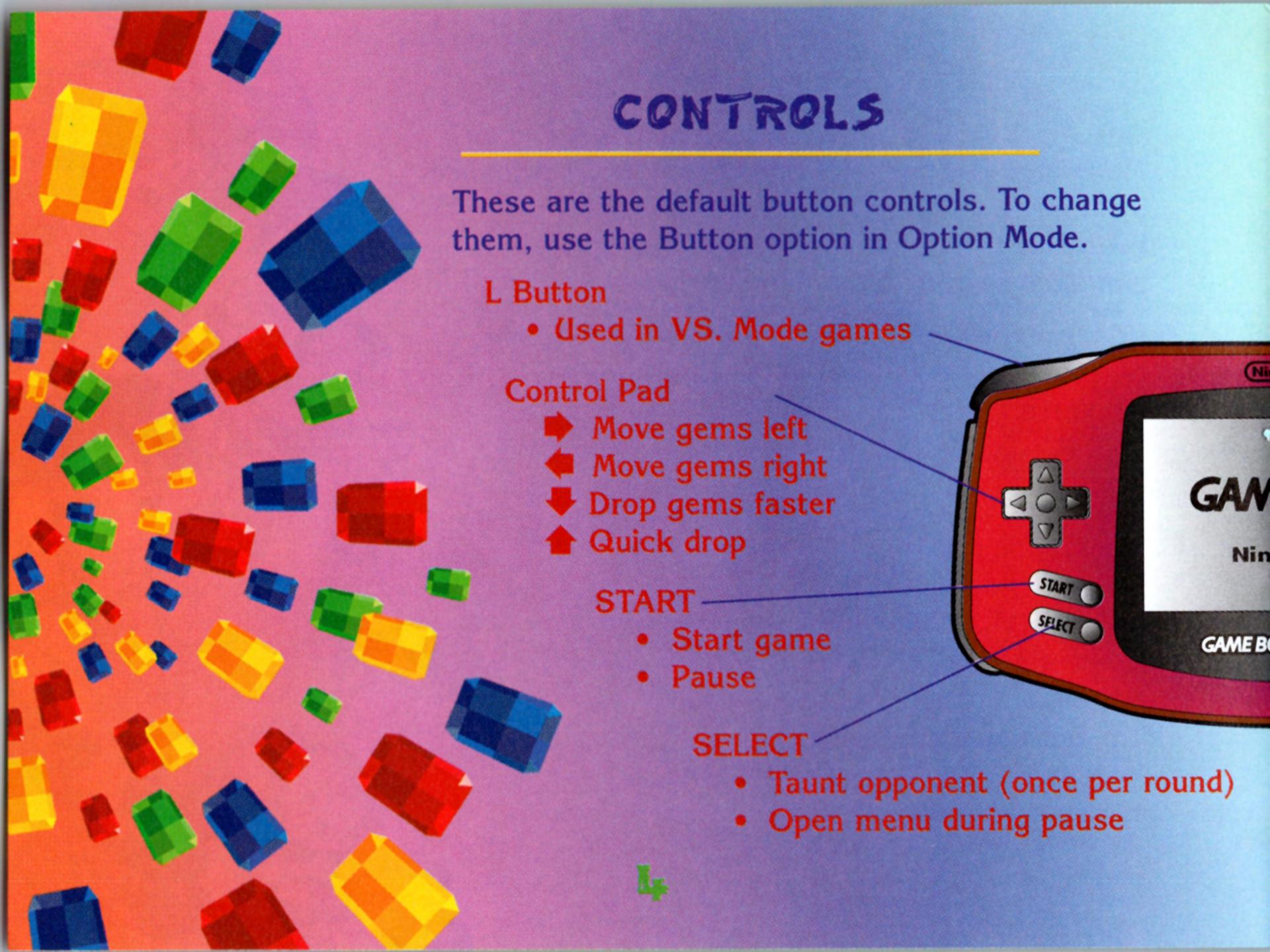
3. Turn on the systems.

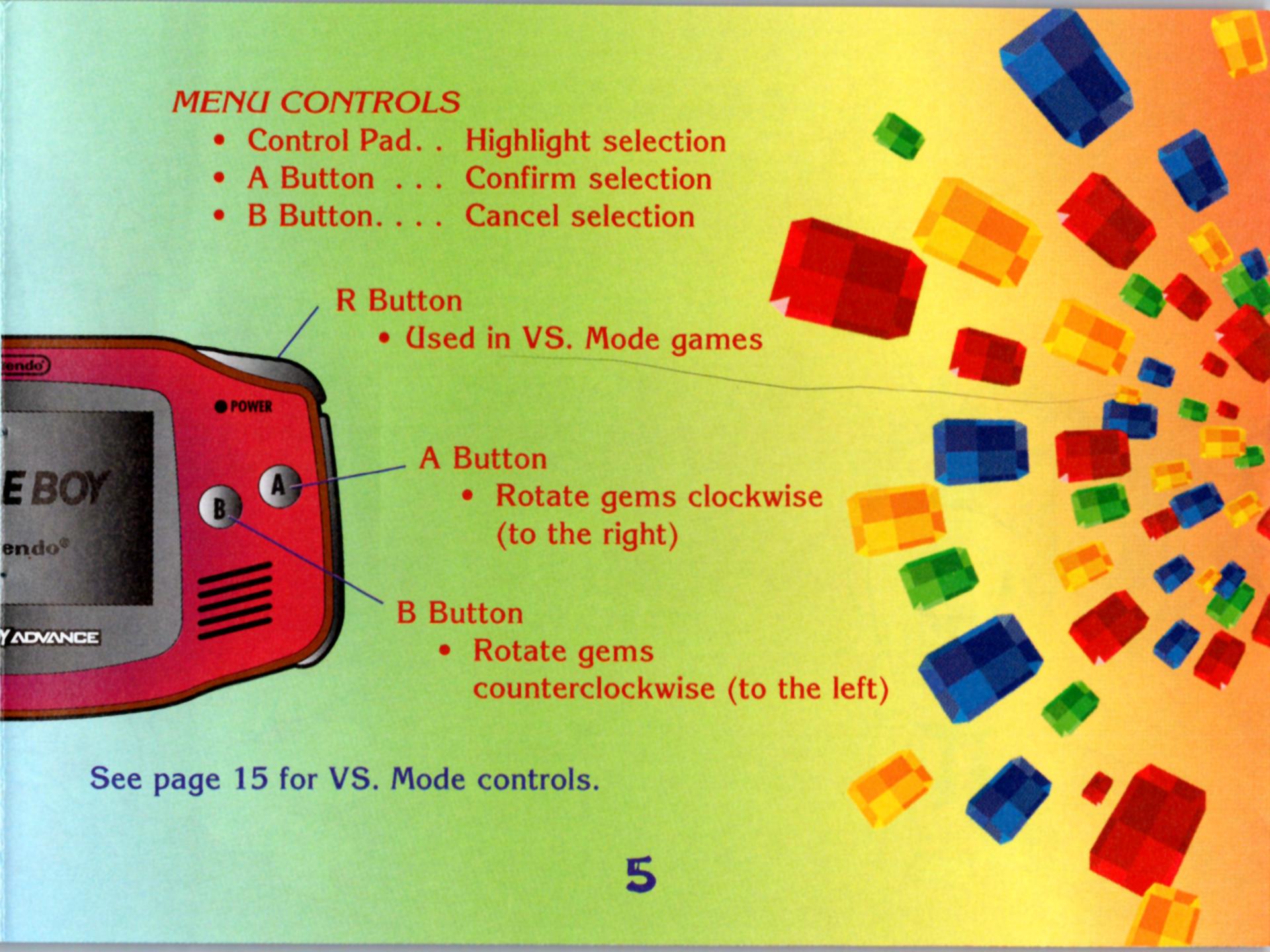
Important: The system connected to the smaller plug is 1P.

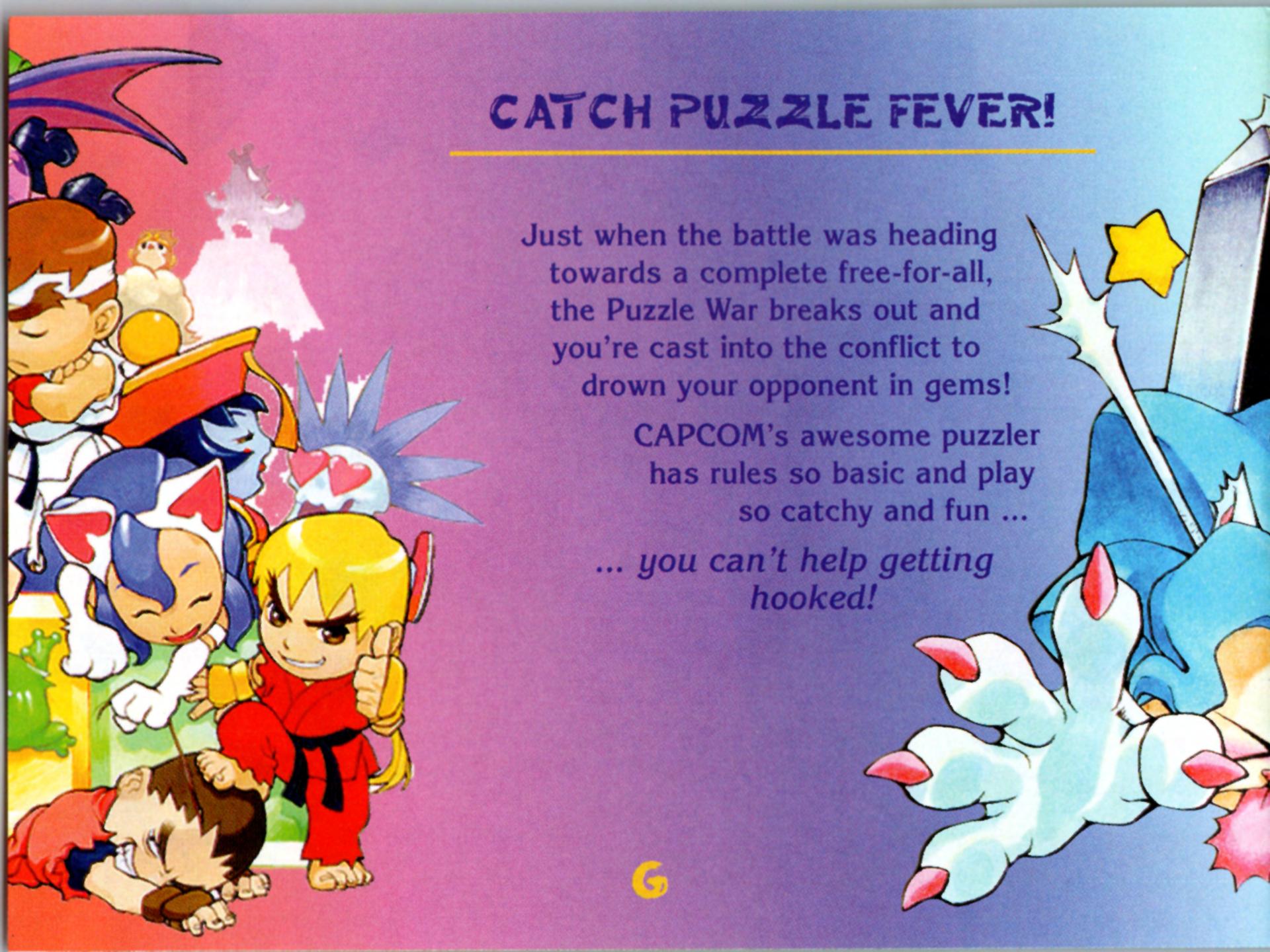
The Game Link® Cable may malfunction if:

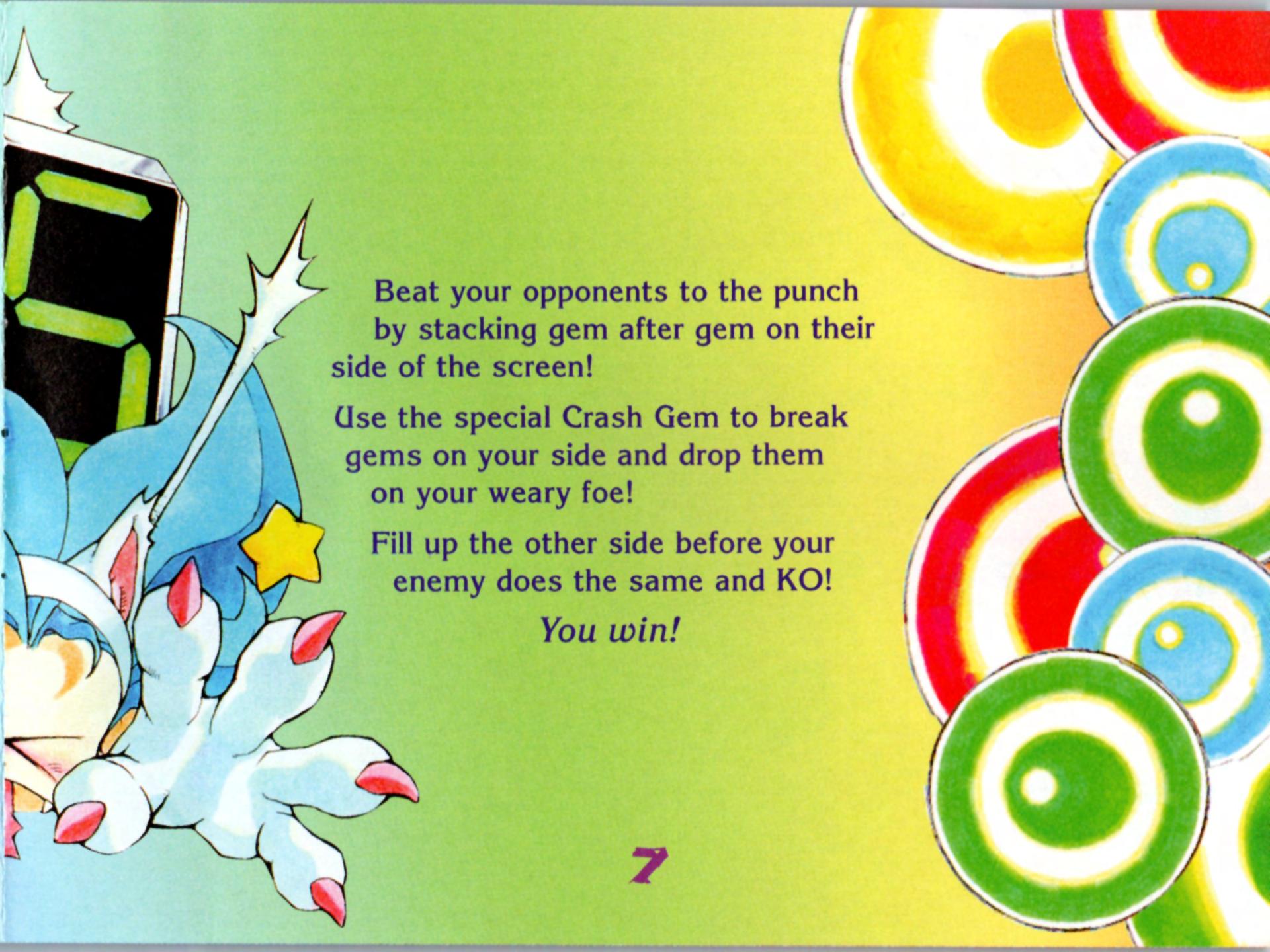
- It is not for the Game Boy® Advance system.
- It is not connected correctly.
- More than two Game Boy® Advance systems are connected.

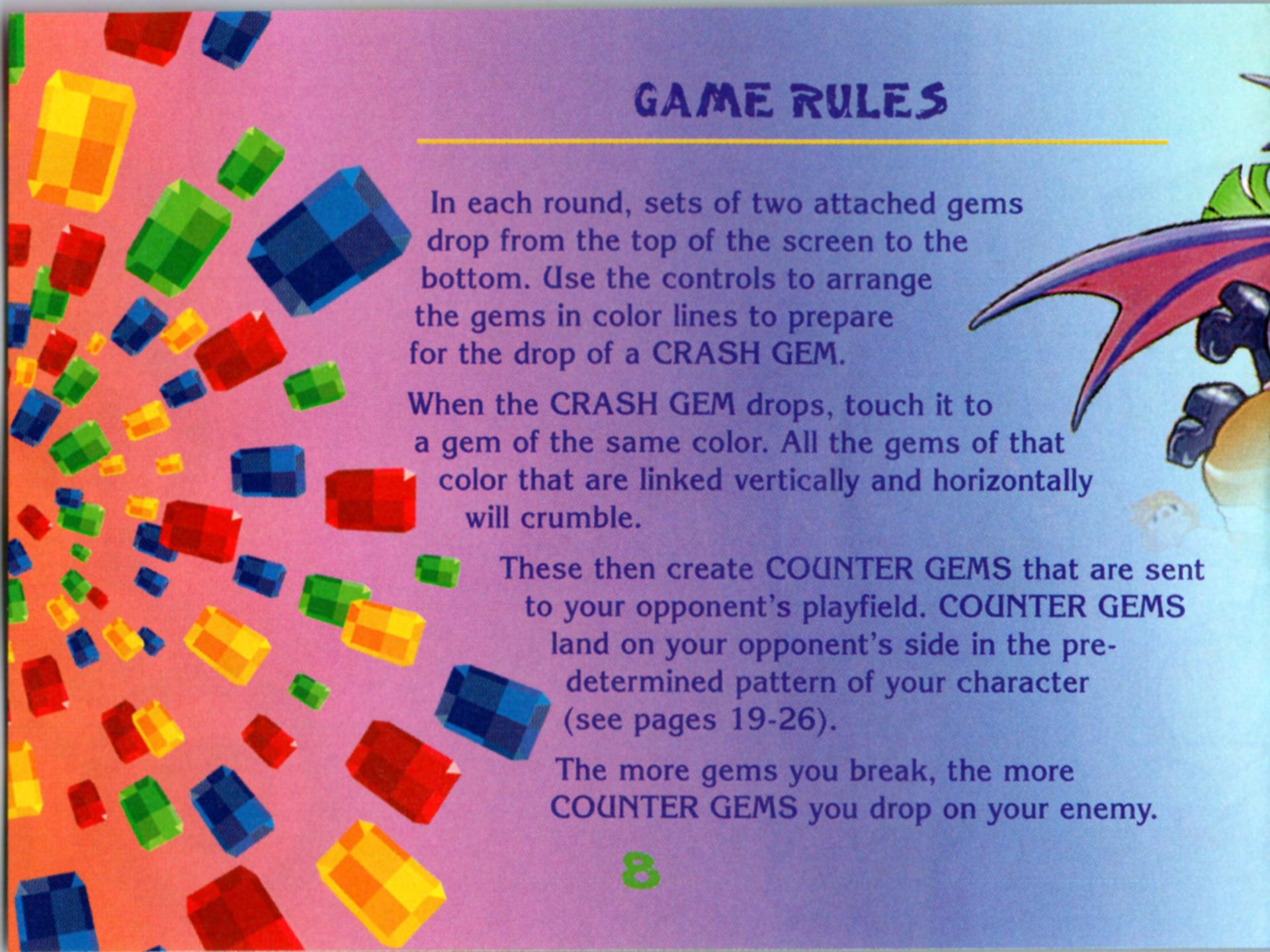




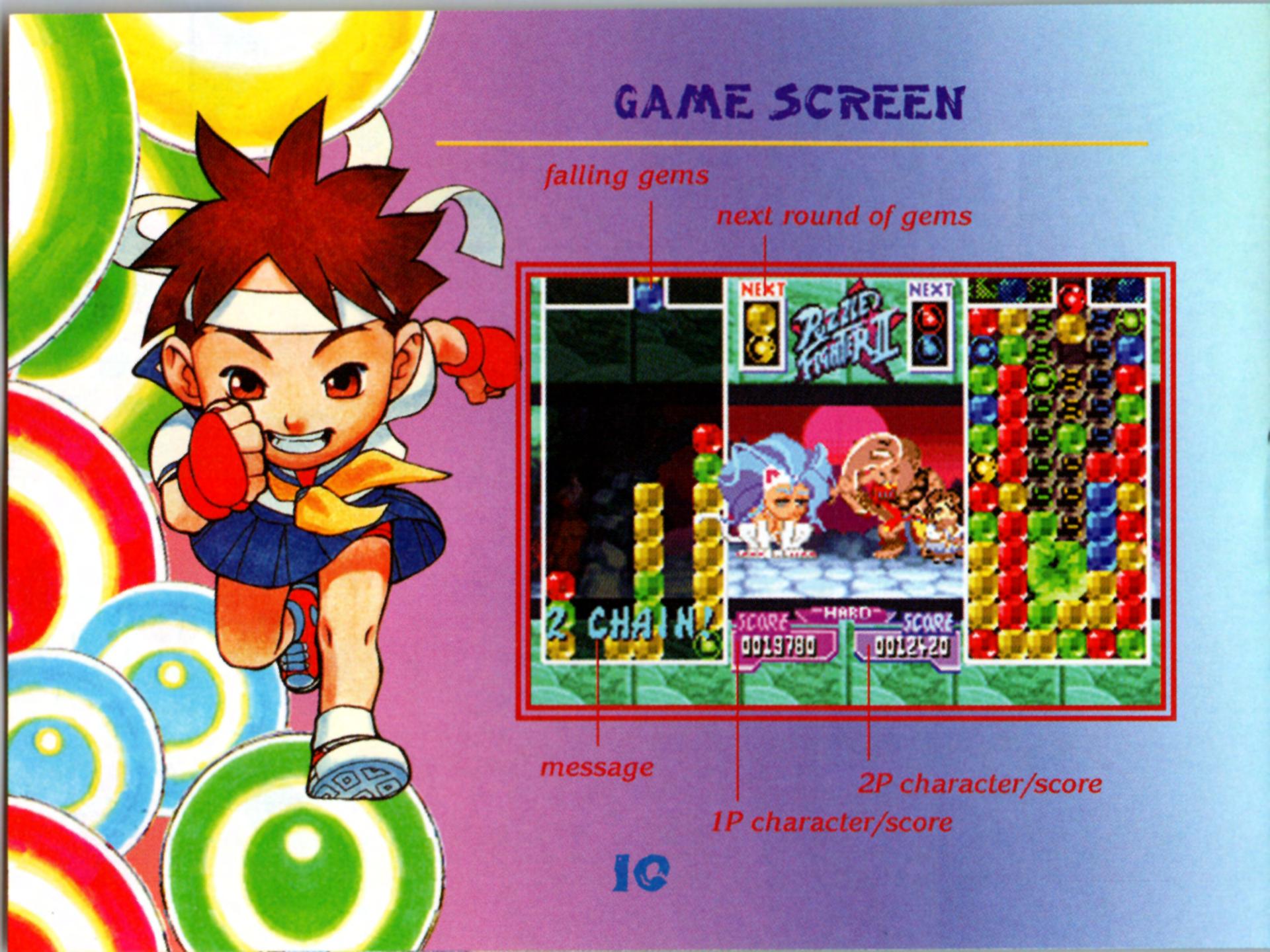








Watch out! If gems pile up to the top, you lose! The next round of gems to fall is previewed at the top of the screen. Change the number of rounds for Arcade and VS. Mode in Option Mode (see page 17). WIN icons appear as you win rounds. Win special icons in Street Puzzle Mode! Warnings tell how many COUNTER GEMS are about to drop: CAUTION . . 1-10 COUNTER GEMS WARNING . . 11-30 COUNTER GEMS DANGER...31 or more Messages show special moves you've just accomplished.



## GEMS

#### NORMAL GEMS

These regular gems fall round by round from the top of the screen.

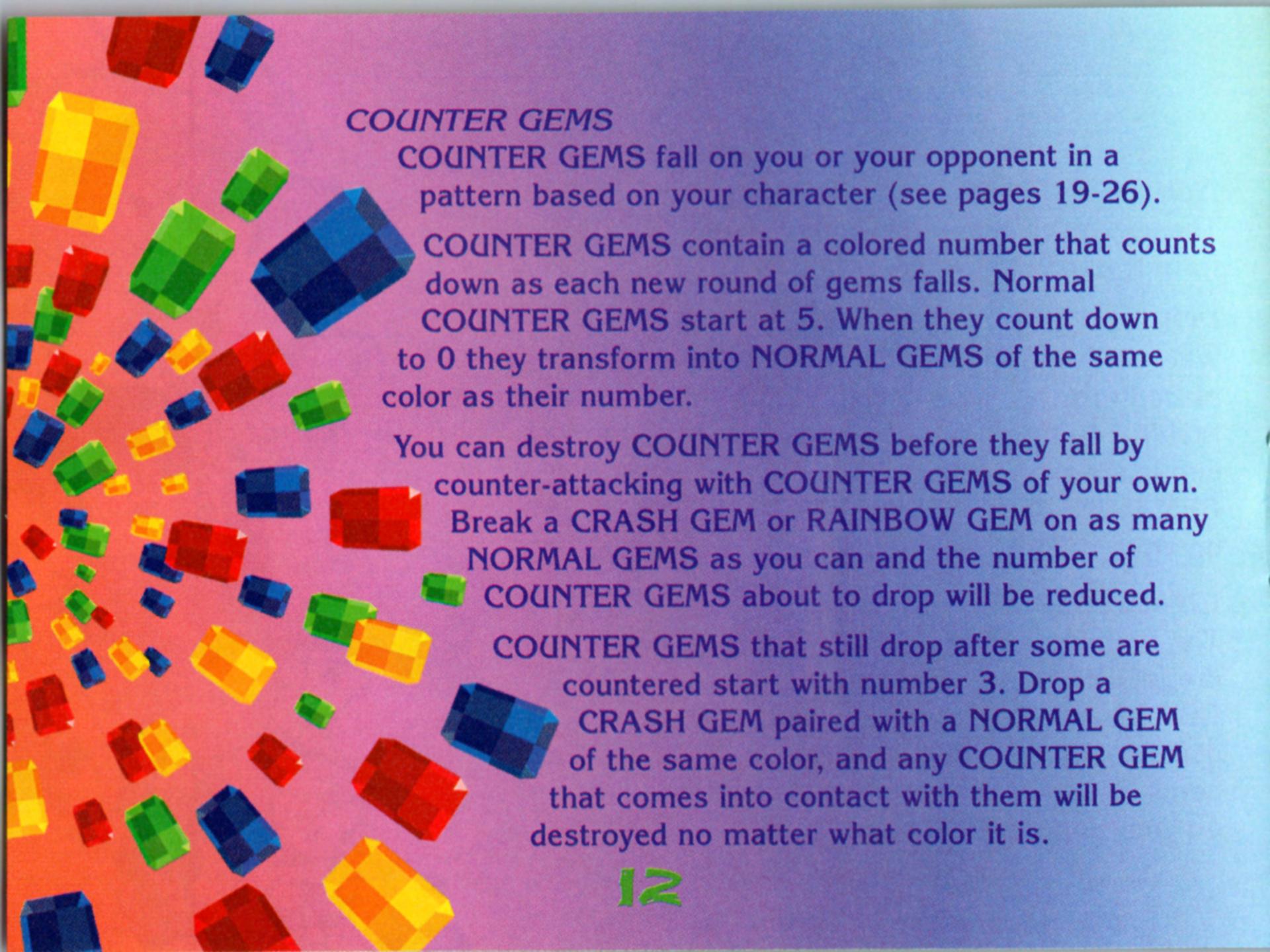
#### POWER GEMS

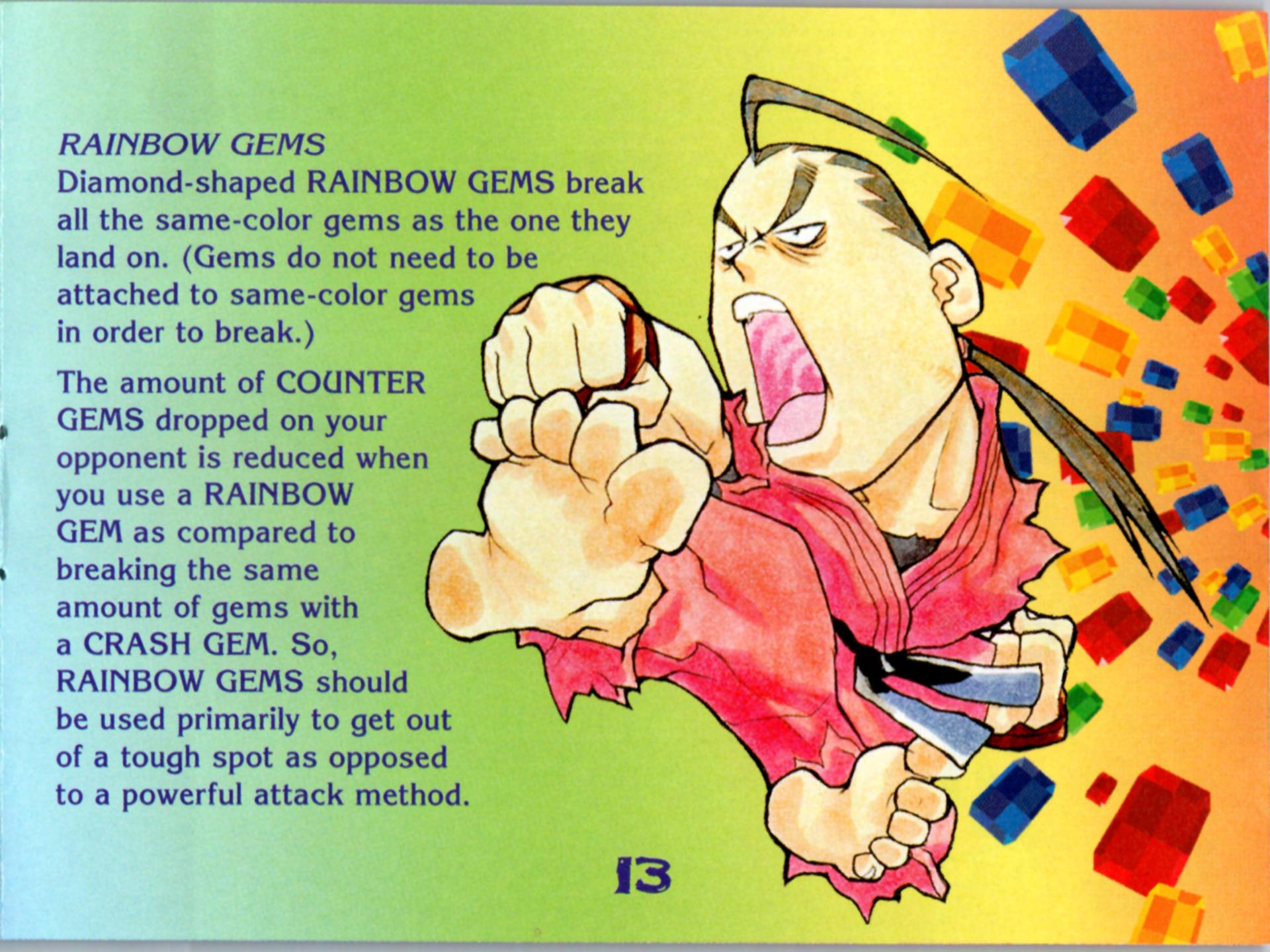
When 4 or more same-color NORMAL GEMS are placed together in a certain manner they form large POWER GEMS. These gems can be as big as you can make them. Use a CRASH GEM or RAINBOW GEM to break POWER GEMS and drop many gems on your opponent while increasing your score.

#### CRASH GEMS

The round gems are CRASH GEMS. When dropped on a gem of the same color, a CRASH GEM breaks. Try to link lines of same-colored gems to create a huge chain-reaction of broken gems. This will drop lots of COUNTER GEMS on your opponent!









## PLAYERS, START YOUR GEMS!

Press START during the introduction to jump to the Title screen. Press START again to display the Mode Select screen. Use the Control Pad to highlight a mode and press the A or B Button to select it

#### ARCADE MODE

Play against the computer. Each match goes for 1 round (you can change the number of rounds in Option Mode). Choose the initial level of difficulty:

- EASY defeat 3 opponents.
- NORMAL defeat 8 opponents.
- HARD defeat 8 super-difficult opponents.

After choosing a difficulty, select your character with the Control Pad. Then press the A or B Button to begin play.

#### VS. MODE

This is a classic 2-player, 3-round contest (you can change the number of rounds in Option Mode). Select a character, your console setup and a handicap (choose from 5 levels; the higher the number the faster the gems will drop). After each match you can change your character and review the Result screen. Use these controls to play:

PLAYER 1: 
- control gem direction

L Button (tap) - rotate gem

L Button (press and hold) - quick drop

PLAYER 2: A/B Buttons – control gem direction

R Button (tap) – rotate gem

R Button (press and hold) – quick drop

#### LINK CABLE MODE

Same as VS. Mode (above), played with 2 Game Boy® Advance systems, 2 SUPER PUZZLE FIGHTER II™ Game Paks and 1 Game Boy® Advance Game Link® Cable. (See pages 2-3 for connection instructions.) Use the standard controls to play.



#### TRAINING DEMO

Watch a game demo and pick up pointers! Press START or the A or B Button any time to quit.

#### STREET PUZZLE MODE

Fun and prizes abound! Play to win and you'll be rewarded with secret options! Fight the computer in a 1-player, 1-round match. Win and take home the prize!

Select your character and pick the prize you will play for.

(Difficulty, damage level, game speed and CPU round are constant.)

Then fight a single round of intense action. If you lose, you return to the Street Puzzle Mode Character Select screen. If you win, you will see on-screen how to use the prize.

After you win your first prize, the Goodies Menu will appear on the Mode Select screen. This shows you the prizes you won and how to use them. SUPER PUZZLE FIGHTER II automatically saves your progress.

Some prizes add options to the Mode Select screen.

Keep up the fight to find out all the secrets!

#### OPTION MODE

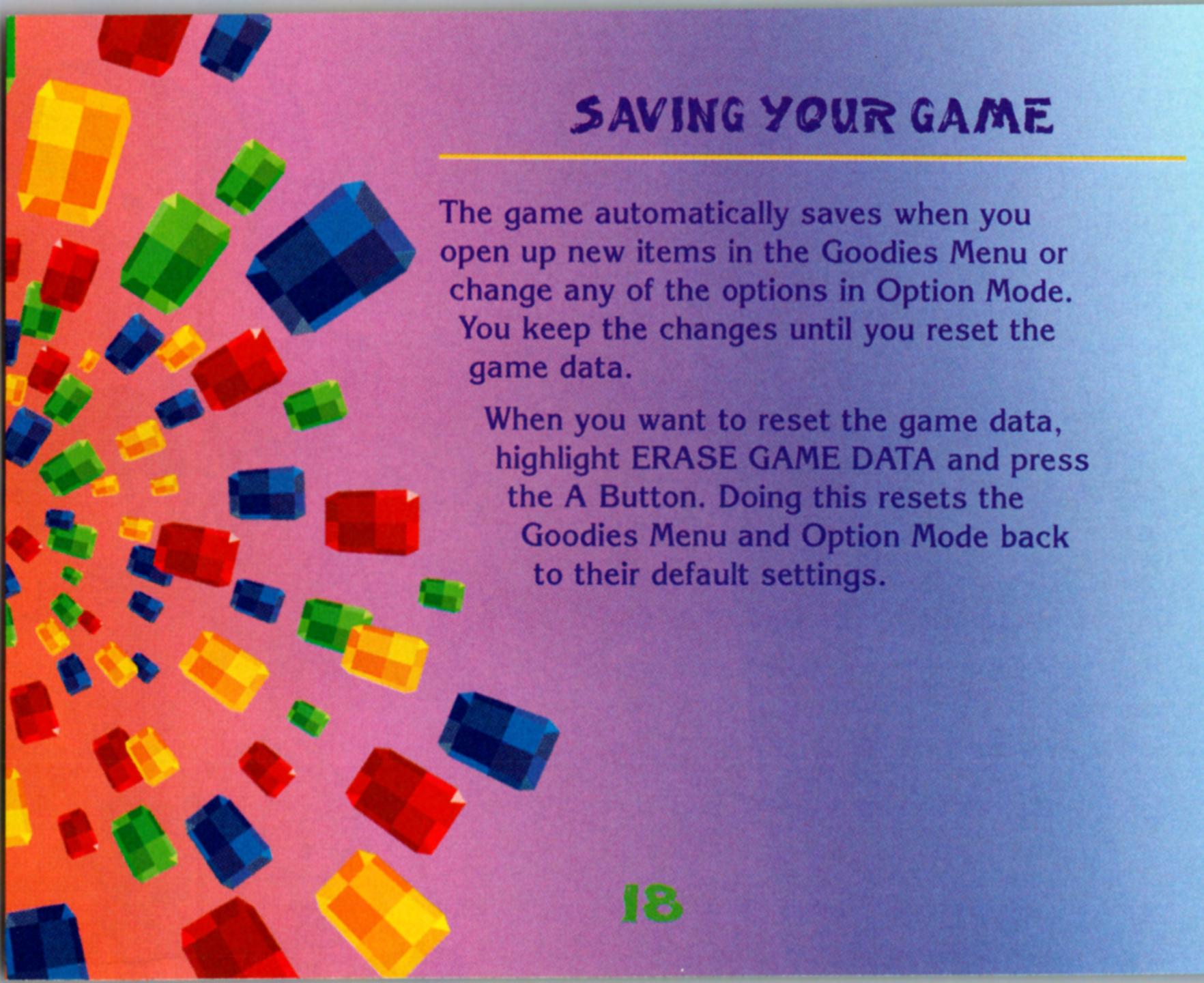
DIFFICULTY - Choose from 8 levels.

• DAMAGE LEVEL – Set the amount of COUNTER GEMS that fall on your opponent. Choose from 4 levels.

• GAME SPEED – Set the speed of falling gems. Choose from 4 levels.

- CPU ROUND Set the number of rounds in Arcade Mode. Chose from 1, 3 or 5.
- VS. ROUND Set the number of rounds in VS. Mode. Choose from 1, 3 or 5.
- BGM Adjust the volume of background music.
- SFX Adjust the volume of sound effects.
- EXIT Return to the Mode Select screen.

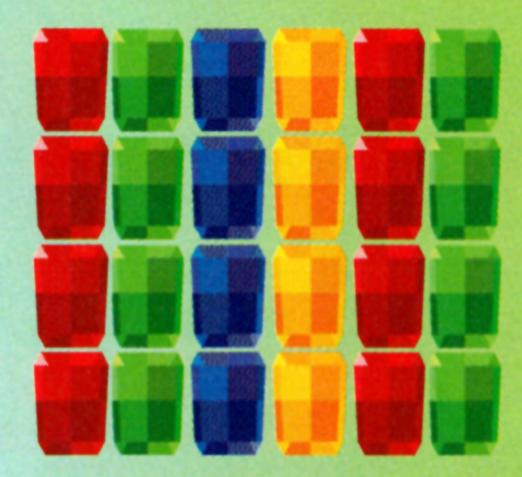


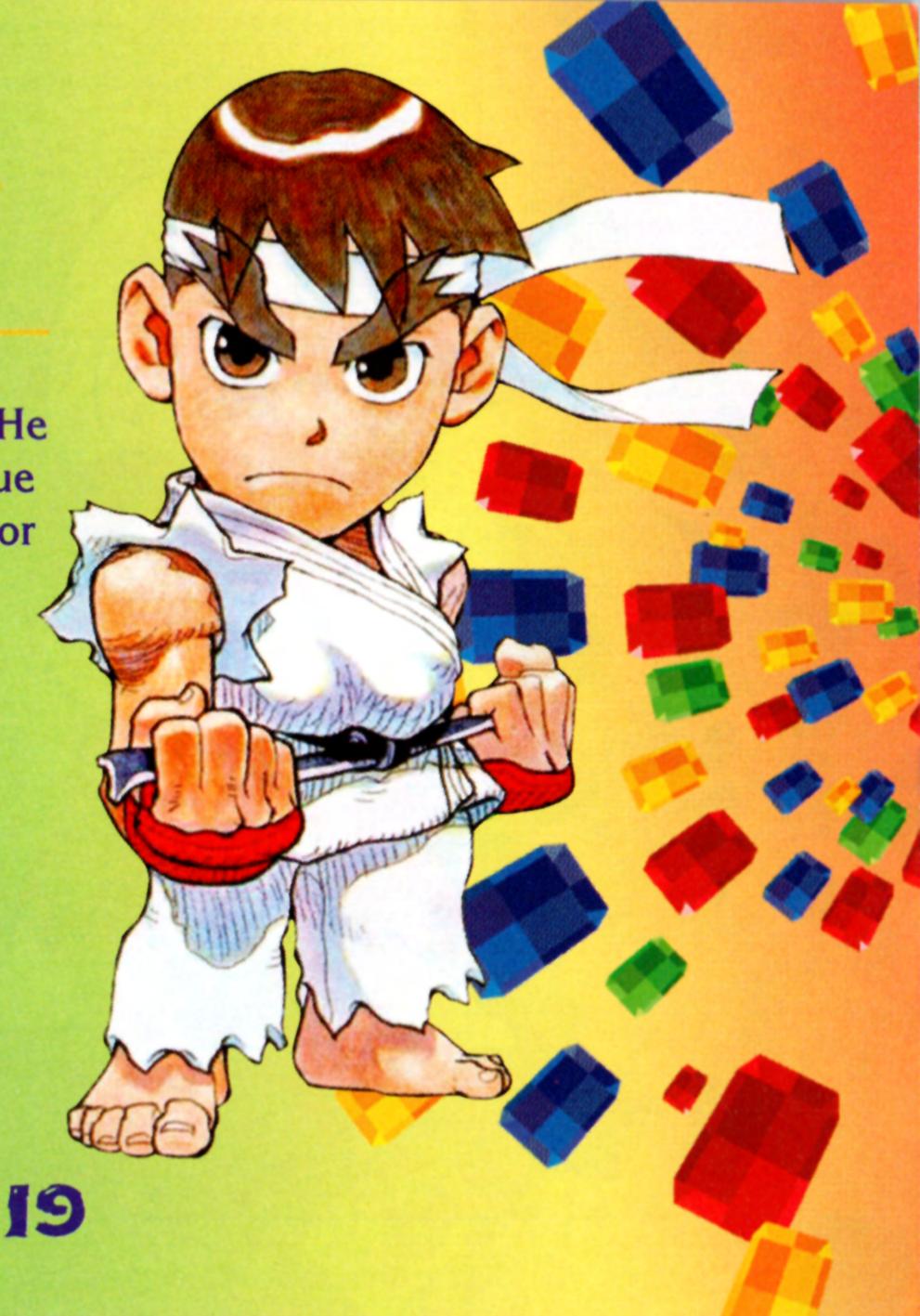


## PUZZLE WARRIORS

## RYU

Ryu lives only for martial arts. He travels the world to become a true warrior, constantly searching for opponents stronger than himself. Ryu respects strength and power.

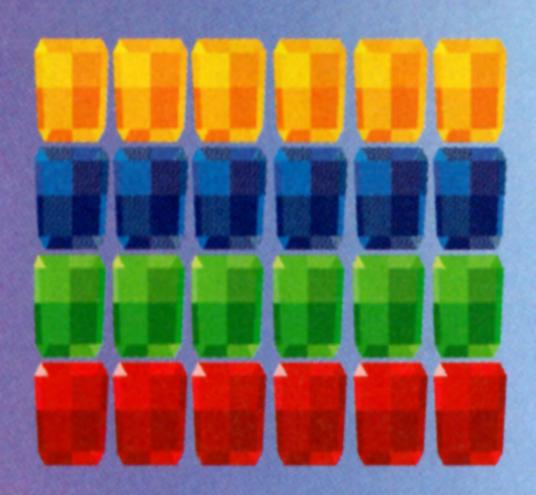






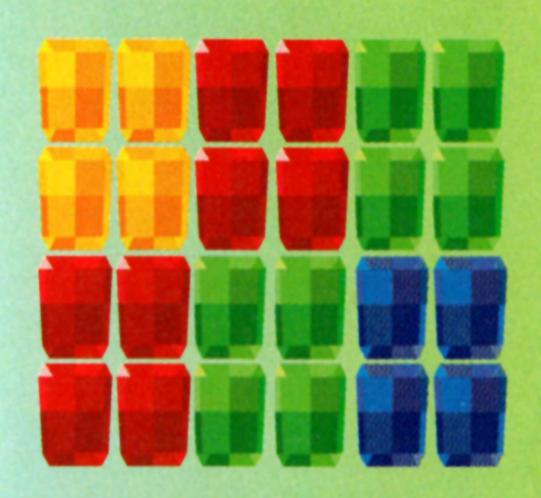
## KEN

Ryu's training rival is out to settle once and for all who is the world's strongest warrior. Ken believes that mental power is the secret to winning. He steps into the ring confident that he is the one with greater brain power. Is he right?



## CHUN-LI

Chun-Li has strong feelings of revenge against the criminals who kidnapped her father. Using her agile legs and formidable brain she continues her investigation to find her lost relative.

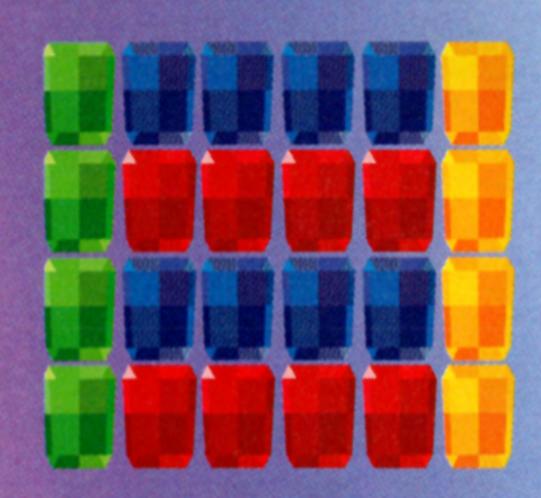






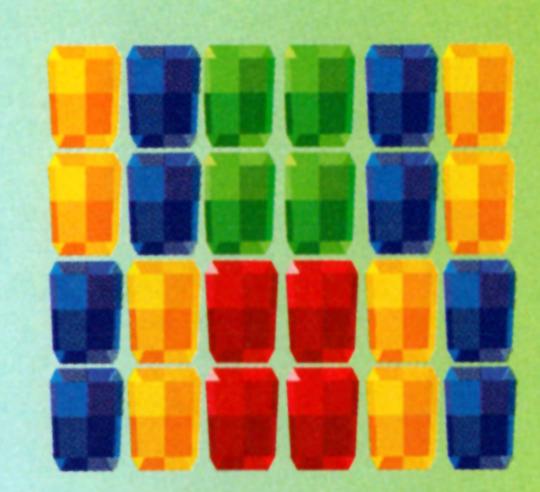
## SAKURA

Sakura has awesome athletic talent and is a martial arts expert. Even though she's only a high school student, she's in training to increase her mind strength in imitation of her idol, Ryu.



## MORRIGAN

She is a beautiful yet moody succubus who escaped from the demon world to search for a worthy opponent to challenge her mind. Can Morrigan find a foe who will live up to her expectations of a good fight?

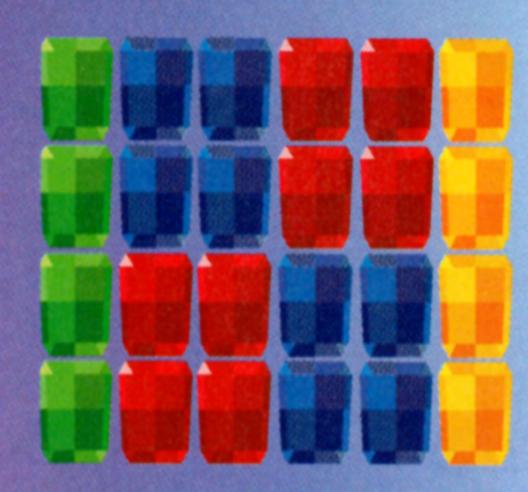






## FELICIA

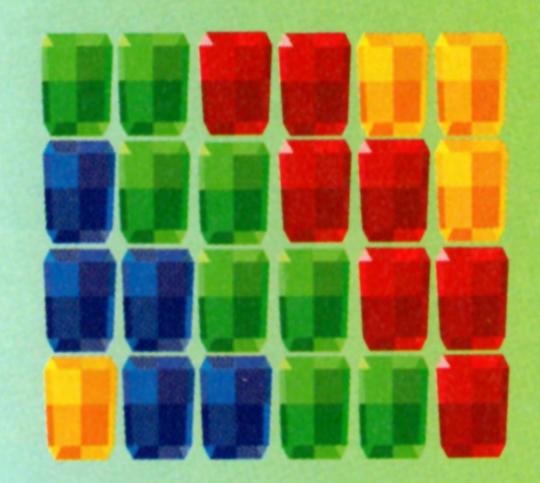
Felicia is your basic cuddly cat woman who wants to be a rock star. She knows that becoming a famous singer demands talent and intelligence. Though she's loaded with talent, Felicia enters the Puzzle War to build her mental abilities.





## HSIEN-KO

Hsien-Ko and her sister made a pact after their lives were taken by the Darkstalkers. One would free the spirit of their mother while the other would avenge them both by destroying the Darkstalkers wherever they may roam. Beware





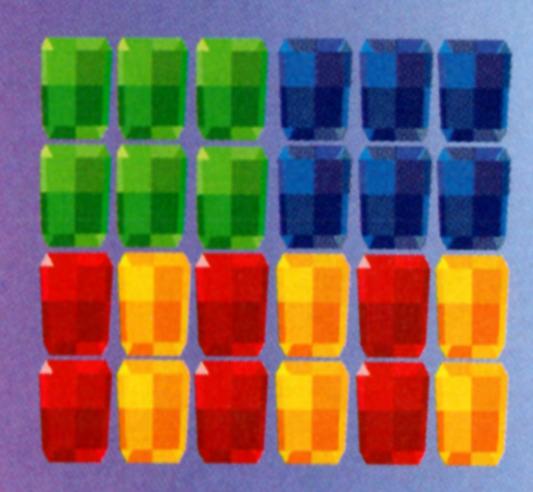


## DONOVAN

Donovan is the lonely dark Hunter and protector of Anita, a young orphan who can detect the whereabouts of the Darkstalkers.

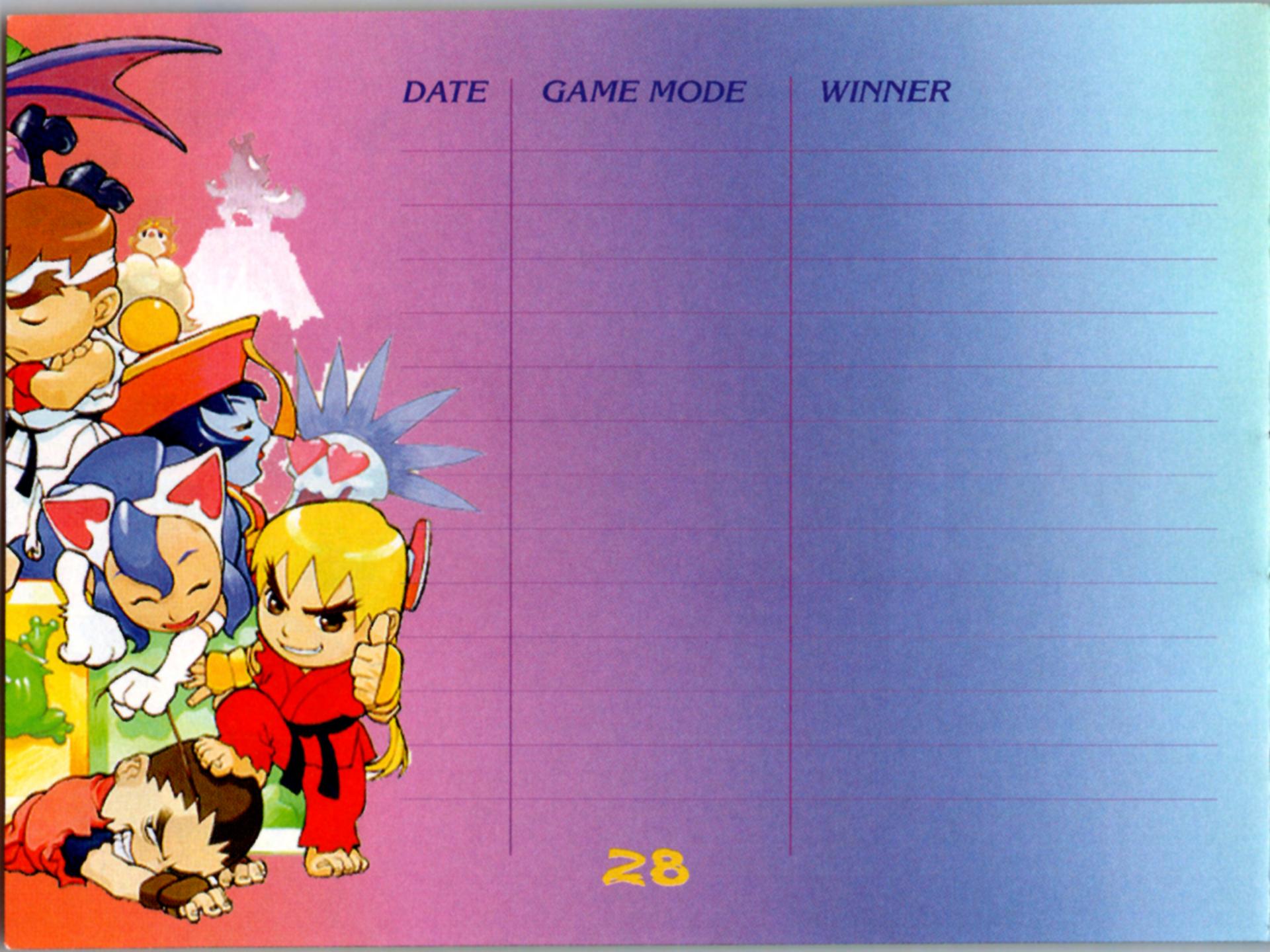
Donovan is trailing the Darkstalkers, seeking revenge for Anita's parents who perished at their hands. Donovan believes Anita holds the key to his destiny.

### COUNTER BLOCK PATTERN



26

# SCORE PAD GAME MODE DATE WINNER 27



# ALL THINGS CAPCOM







http://www.capcom.com

Capcom.com is your one stop shop for all things Capcom!

It's all at Capcom.com. And that's only the beginning. Dig deeper and you'll discover exclusive Capcom merchandise, game trailers, strategy guides, and even an online game forum, all at Capcom.com. Register to receive the Capcom Newsletter and a chance to win prizes.



## CREDITS

MANUAL MARKETING

CREATIVE SERVICES
PACKAGE DESIGN
PUBLIC RELATIONS

SPECIAL THANKS

Hanshaw Ink & Image

Todd Thorson, Sean Mylett, Bonnie Scott,

Robert Johnson, Nate Williams

Jennifer Deauville, Marion Clifford

Michi Morita, Jamie Gibson

Melinda Mongelluzzo, Matt Atwood, Carrie Root,

Arne Cual

Bill Gardner, Robert Lindsey, Customer Service

## CAPCOM HINT LINE

Hints are available: 1-900-976-3343

\$.99 per minute for 24-hr. pre-recorded information. \$1.35 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

Register online at www.capcom.com

## 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

- Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400.
   Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
- 2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

#### CAPCOM

Consumer Service Department 475 Oakmead Parkway Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

#### REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

#### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

